



Reaper Miniatures' In-house Zine

CasketWorks

ISSUE **2** only \$1.00

Summer '99

# casket works

## ***IN THIS ISSUE!***

**Part One of The Kargir  
Hunt Campaign...**  
"The Battle of the  
Bloody Coast"

**Sandra Garrity tells all!**

**Our take on  
Star Wars Episode I**

**The Gragg Elfslayer  
Interview**

**New Miniatures and  
lots of Babes!**

  
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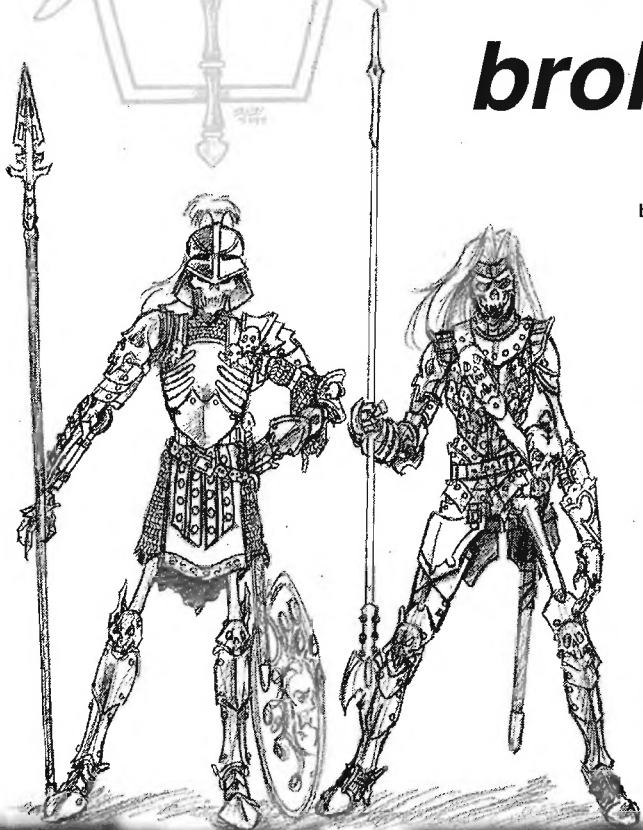
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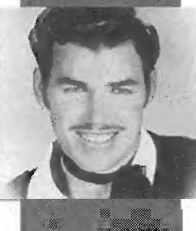
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# JETSAM & FLOTSAM



## A NEW FORMAT!

Welcome to the second issue of Casket Works, our quarterly catalog and Dark Heaven Apocalypse update! We're very excited and look forward to providing some great articles relating to miniatures and gaming.

The highlight of this issue is the first chapter of "The Kargir Hunt", a campaign for Apocalypse by Robert "Elfslayer" Allen. Robert has been working on the campaign for months, and we think that he's done a superb job. "The Kargir Hunt" pits the imperiled humans of Anhur against the war hungry orcs of Kargir. Which side will win? See page 4 and let us know what you think. This is the first of several campaigns that will be featured in upcoming issues of Casket Works.

After you've read through the campaign, take a look at our Miniatures Spotlight, a new section of Casket Works. The Miniatures Spotlight will focus on some of our favorite miniatures, some old, some new. The Miniatures Spotlight gives background information on some characters for Apocalypse, and answer questions like, "Why does that highlander dude only have one hand?"

Check out the New Release section of this issue to find out what the Casket Works design team has planned for the upcoming months. This way you can get a sneak peek at some of the newest miniatures around, and you'll know when they're gonna hit your local gaming store. (Get your paws offa my miniature, you damn dirty ape!)

This issue features the first of many interviews with Reaper artists and sculptors. This issue's interview is with none other than Sandra Garrity. Sandra has been with Reaper from day one, and her unparalleled talents put her in a category all her own. Check out page 13 to get the scoop on Sandra.

On page 14 we've reprinted the errata and update from the last issue of Casket Works for those of you who missed it. We will be updating Apocalypse with every issue, so don't miss out! Remember, if you have any questions concerning Apocalypse; email us at reapergame@aol.com.

For you dragon lovers out there, look on the next page for "Dragons Don't Share", one of the coolest dragons you'll ever see! Sculpted by Bob Olley, "Dragons Don't Share" is an incredibly detailed vignette featuring the fire dragon Nathavarr and the famed dwarven treasure hunter Digger McGee. As Bob told us when he finished the piece, "It's quite nice, actually!" Don't you just love the British?

And as usual, Casket Works is the only place to find the complete line of Reaper Miniatures! The catalog section shows every figure in the Reaper line, including the Dark Heaven, Shadow Corp and Daimyo miniatures. You are cordially invited to drool now.

The future looks great for Casket Works. Next time we'll look at some new undead models, just in time for Halloween. Rumor also has it that Sandra Garrity is working on a new dragon, and we'll get a peek at that next issue also. Who knows, we may actually have ~gasp~ color next time around! Stay tuned!

## CONTENT

### CAMPAIGN:

The Kargir Hunt  
Part 1 Battle of the  
Bloody Coast" pg. 4

New Releases pg. 12

Sculptor Interview  
Sandra Garrity spills her  
guts pg. 13

Miniatures  
Spotlight pg. 10

EXCLUSIVE  
Gragg Elfslayer  
Interview pg. 13

Dead News pg. 11

ROT Apocalypse  
Errata pg. 14

Ron

Editor/whatever



## CONTACTS

### EDITORIAL

Ron "Ewok lover" Hawkins	Editor
Mike "Ali" Athey	Grand Poobah
Dave "Catalogue Maestro" Pugh	Sheriff of Nottingham

### ART

Underhill Art Studio	Art
Tim Collier	Art
Scott Pentzer	Maps
Ken Waller	Photography

### CIRCUS O'REAPER

Mike "gosh really" Athey	The top of this list
Sara Allen	"...huge, tracts of land."
Jeremy Allen	Specialist in something
Jeff Harrison	Argh laddie, kiss my arse!
Ron "the man" Hawkins	Miniature Demi-God
Price Matthews	Cthulhu Bane
Al Pare	Mold Stoker
Ed Pugh	Mr. Thumbprint
Miriam Pugh	She who holds the cash
David Pugh	He who controls the cash
Kay Strickland	Top of the pyramid
Jon Walker	Jelly Popper
Scott Wright	R.L. Burnside aficionado

### INTERNET REPRESENTATIVE

Robert Allen	warmatr@aol.com
--------------	-----------------

### SCULPTORS

Pete Boundy	Julie Guthrie	Rene Perez
Max Carr	Bobby Jackson	Ed Pugh
Bob Charrette	Jim Johnson	Bob Ridolfi
Kevin Contos	Richard Kerr	Steve Saunders
Sandra Garrity	Bob Olley	Amanda Hug

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vox	972.434.3088	8am - 6pm CST, Mon-Fri, or
fax	972.221.2481	any time you can get through
email	reapermini@aol.com	~ duh ~
web	http://www.reapermini.com	

Reaper Miniatures is here for people who love gaming. Our in-house magazine, Casket Works, is aimed at people with a love of miniatures... Well, and a passion for gaming, with or without miniatures. Our goal is to stroke our egos, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make awesome figures, and embarrass the other companies with what we can do. Oh, and Ron loves to be asinine.

We hope we accomplish what we set out to do, and if along the way we're lucky, maybe we'll even get you to crack a smile.

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All models are sold and supplied unpainted and unassembled. This requires some glue and paint on your part.

This attempt at a magazine and catalogue was brought to you by many nights of pizza, beer, porn (not really), attempts at humour, and a general lack of sleep. Realize that comments made in this pulp are for our amusement. If you get the joke, great! If you don't, tuff. Don't take this stuff too seriously, and don't give in to the dark side. We'd like to thank our families, pets, PCXL, the nectar of the gods - beer, and our competitors. Let's face it, if you guys weren't doing your job like you are, we wouldn't look so good. Thanks! And yes, Ron does love Ewoks... Really!

# DRAGONS DON'T SHARE!

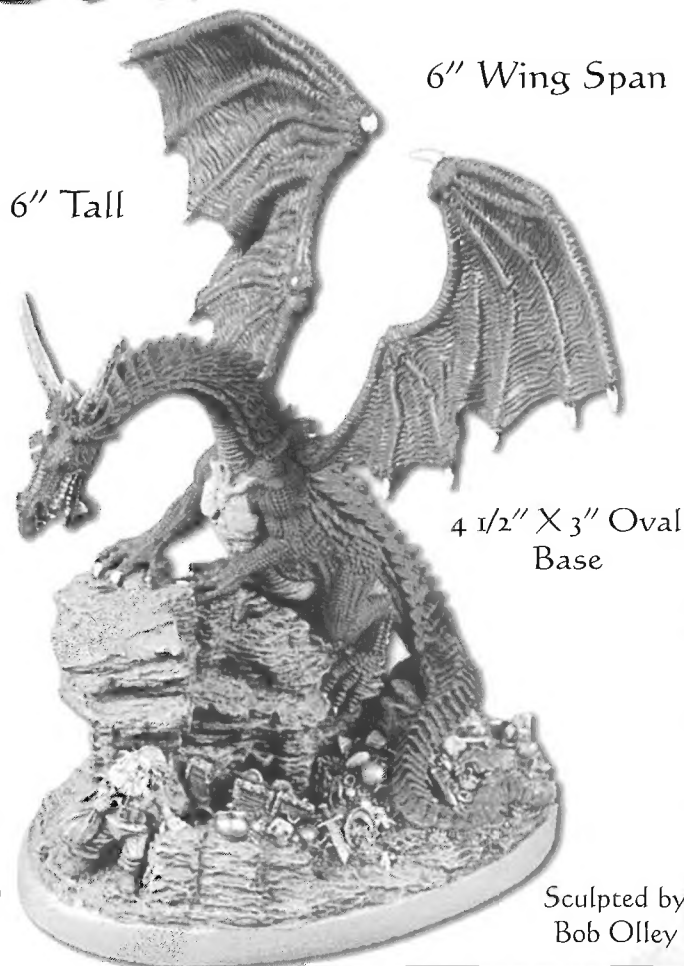
**L**isten well my weary traveling friend,  
to a tale adventurous, sad and bold;  
of our hero Digger McGee's tragic end,  
and the theft of Nathavarr's ancient gold.

He was a weaver of stories such as I,  
a finder of treasure from dungeons deep.  
Digger found the drake's lair on mountain high,  
and chanced upon the dread wyrm in its sleep.

Digger was a dwarf stealthy, swift and strong,  
dreaming himself rich from robbing the drake,  
quick he ran from whence he did not belong,  
he laughed under breath and caused it to wake.

No twinkle of eye where mirth once did live,  
ashes now, what was once bone and hair,  
no greater admonition did he give,  
the final lesson is: Dragons Don't Share!

*-Amroth Starlight 986NA*



Available in August 1999.

MSRP \$ 49.95

Stock Number 10003



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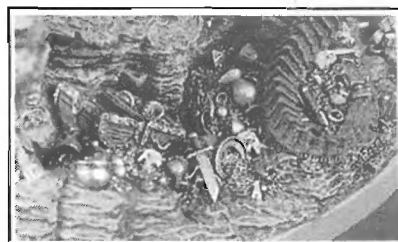
Photos courtesy of the  
McGee Estate



✧ Digger McGee ✧



✧ Treasure Hordes ✧



Casket Works and Reaper Miniatures are proud to present "The Kargir Hunt", a multi part campaign for use with Dark Heaven Apocalypse. This issue will give the background of the campaign and Part One, "The Battle of the Bloody Coast". Designer Robert Allen has been working feverishly in designing the scenarios, all of which build to a bloody climax a few issues from now.

"The Battle of the Bloody Coast" was an official 1999 Origins Game Show event that Reaper ran at this year's Origins Convention in Columbus, Ohio on July 1-4, 1999. This battle was a huge success due in part to you, our fans. Thanks to Talon Games for creating the custom terrain.

The Kargir Hunt is a campaign pack featuring the battles between the forces of Anhur, Breonne, Telluria and Vestonia against the Kargir Orcs. It is the last push by Prince Nicholas in an attempt to push the orcs out of his homeland.

The campaign features some of the major actions, including the Battle of Tell's Falls, the numerous skirmishes, and the final clash of Gragg Elfslayer and Prince Nicholas at the Battle of Duncan's Lament.

Prince Nicholas, ruler of Anhur, sat upon his throne - barely greater than an ornate chair - and looked upon his Kingdom of Anhur. He wore no crown upon his head - he would have none until he the proper crown was retaken from the head of a vile orc who tore it from his dying father. Around the prince stood row upon row of candles perched upon their holders - some lit and burning, some long since extinguished. Each candle represented a loss. Some were lit for soldiers, some for families, and still others for entire towns and villages of Anhur.

Where once Anhur was a grand paradise, it was now little more than a wasteland. Many of his people were either murdered or enslaved by the orcs; and many more fled to other lands. Those that had stayed were either the bravest, most fanatical, or simply had nowhere else to go. They looked to Nicholas for hope; but all he could offer them was leadership. He was known to weep in private, but his public face was only one of stern determination.

The orcs had taken his father. King Duncan, brave and proud like the Anhur Kings of Old, rode out to face the orcish invaders from Kargir, to stop the bloodshed of his land, to halt the tide that was rushing over his beloved kingdom. At the Battle of Serpent Creek, King Duncan and Nicholas' two older brothers - Rowan and Trebor - fought and died at the hands of the orcs. Over a dozen ballads were written describing the bravery and nobility of each of them; they were frequently sung by the stalwart defenders that manned the walls.

And for what?

The Kargir Orcs now occupied over two-thirds of Anhur. For a time, it looked as though they would have all of it. But thanks to a valiant last-ditch defense, and the timely actions of Anhur's allies, the orcs were halted. Now, the fragile border between the lands that Nicholas controlled and the lands the orcs controlled was a strip of earthwork defenses and hastily drawn fortifications. The orcs had tried to smash there defenses and finish their violation of his homeland, but each time they were thrown back.

For a time, at least.

For over a year, Nicholas has sparred with the orcs - tested their

defenses, their readiness, and their taste for battle. So far, they had proved as relentless as they were ruthless. Each time, the orcs were beaten back, but they soon forced back any counterattack. But Nicholas had feinted only - conserving his strength, trying to tire the orcs while his own forces mustered. They were vastly outnumbered by the orcs, but they were seasoned. Each warrior who lived on had faced battle; each one's armor and sword was dented and bloodied, but they were strong. They were the last hope for Anhur, and they fought like furies.

Then, the Dire-dead had struck. Nicholas' carefully built plans were very nearly dashed. The might of the Dire-dead forced even the hardest soldier to shudder and hesitate. Only through the defeat of the Reaper War and the intervention of the magics of Darius the Blue allowed Nicholas to survive the day.

But now, Prince Nicholas, last heir to



Prince Nicholas ponders his next move.



the Anhur throne, is prepared to strike. He has mustered all of his strength. He has taken all that his allies could spare, and more. His land has been bled dry. Anhur would bleed no more.

It was time for Anhur to strike back. It was time for Nicholas to claim his crown, and his kingship. The thing that stood between him and crown, between him and his land, between him and peace, was Gragg Elfslayer. He was the bond that held together the hordes - without him, they would quickly fall into disorganization and chaos. For the orcs to be pushed back to Kargir, Gragg Elfslayer had to die. And Prince Nicholas was prepared to swing the sword that would end the reign of that warlord.

A steward entered the throne room quietly. He looked to Prince Nicholas for permission to approach.

"Enter, Fadeus. What news do you bring me?" the prince asked.

"All is in readiness, my liege. The men are assembled. All is according to your plan," answered Fadeus, bowing slightly.

"No. Not everything. I wish that we could do what must be done without losing so many lives. I wish that I alone could do what I have asked our last strength to accomplish," said the Prince, distantly. "But it must be done. To avenge those already dead, and to save those of the future, we will take the war to the orcs!"

Gragg Elfslayer, lord of all that he surveyed, was bored. Bored as the oceans, bored as the valleys, bored as the trees. He had been king of all the tribes of Kargir for four years - an unthinkable achievement among his warlike people. He had slain, crushed, and spit upon all of those who opposed his rule. He had watched the execution of three sub-warlords whose desires to dethrone him had exceeded both their reach and ability. His name was revered among all orcs as a king, a despot and the most wicked orc to ever live. All of these things had begun to bore him as well.

Even the black dire wolf that he rode, Neckbiter, the most obstinate and headstrong beast in all of Kargir, bent to his will. It had taken him several months, some of which still left scars upon his body, but Gragg had bested the beast. It was all a matter of being a meaner beast, a more demanding animal, and of showing Neckbiter whom, exactly, was the master. And Gragg had done that.

Having done all of this, and being wearied of it, Gragg went in search of a new challenge. He found that challenge in the Kingdom of Anhur. For times unremembered, the orcs of Anhur had always raided their surrounding areas. The weak humans had always fled from their savage attacks, only showing courage when one of their armies showed spirit and tried to retaliate by attacking Kargir lands. The cycle of raiding and counter-raiding was ingrained in both sides, having become a part of each's culture. The feeble kings of Anhur and their neighbors had sometimes managed to halt the raiders at their borders with little border-forts and systems of scouts, but still the game played on.

Gragg Elfslayer changed all of that.

After he united the orcs under his banner, Gragg made his first proclamation. He declared that no longer should orcs be forced to the cold, beaten lands of the north. No longer would his people suffer while the humans lived in a land of bounty. It was time for the orcs to claim their destiny, and cast down the inferior humans.

It was a powerful speech. A hundred thousand voices cried out in unison the name of Gragg Elfslayer. It was enough to make the mountains tremble, and the valleys quake. It was the sound of a gathering storm of war.



Gragg Elfslayer defeats King Duncan.

The forces of Anhur were hit by this storm, and fell under its crashing wave and torrent. Before anyone had realized it, the orcs were everywhere - their armies not content with raiding, but with possessing. They took farms. Villages. Towns. Cities. Everything. In every place and every front, the orcs were unstoppable. All in the name of Gragg.

At the Battle of Serpent Creek, Gragg met the leader of Anhur, King Duncan, in single combat. The human thought that the righteousness of his cause - the defense of his realm from destruction by the orcs - would allow him to best Gragg. For a moment, Gragg seemed surprised by the resolve of the king, since most of the Anhurians Gragg had killed were simply no match for him or his troops. But King Duncan had spirit - up until the moment that Gragg swung his scimitar and neatly severed Duncan's head. Gragg tore the bloodied crown from Duncan's head, and placed it upon his own wicked head. The humans gasped in horror, the orcs roared in triumph. The rest of the battle was more a slaughter than a fight, but the humans fought to the last man. Gragg almost gave them credit for their bravery, if it had not been wasted. Because the orcs had come to Anhur, and the humans had to go.

To Gragg's surprise, however, the humans' lives had not been wasted. The sacrifice at Serpent Creek was enough to allow the last surviving son of Duncan, Prince Nicholas, to throw up defenses to protect the last pieces of Anhur. Despite the orcs' savagery, tenacity and numbers, they could not force their way through the prepared bastions and earthworks. Thus was halted the invasion of Anhur, and thus ending Gragg's grand crusade.

Now, Gragg faced a problem. His people were prone to internal strife, and without a strong goal, they were beginning to grow restless. Even with the new lands he had delivered to them, there was the rumbling that perhaps Kargir needed a new leader, one that would not be stopped by the last gasp of a dying Anhur. Gragg had tried to squash such insolence, but still it persisted. Among the orcs' peoples, a strong leader is respected and a weak one deposed. Questions of his continued strength gnawed at him.

So, now he was both bored and concerned for his future. Gragg

### Totally random trivia...

The Fellowship of the Ring was the first part of J.R.R. Tolkien's Lord of the Rings trilogy.

The Ostrich has a 46-foot long small intestine.

Bridge is the most popular four player game of all time.

The Irish Wolfhound is the world's largest dog.

Hail is most prevalent in the summer time of the year.

A housecat has eighteen claws.

The Eiffel Tower has a total of 1,792 steps.

The Roman emperor Caligula made his horse a senator.

Heineken claims the Netherlands as its home country. Mmmm, beer!

Potato is the main vegetable in vichyssoise.

There are eight nail holes in a standard horse shoe.

The nationality of someone who is a Breton is French.

If you excel in fishing you would be called a piscatologist.

A camelopard is also known as a giraffe.

Ambrosia is what was referred to as the food of the Greek gods.

A bee's home is called an apiary.

The letter K is the least used letter in the English language.

German is the official language of Austria.

Vermont is the only New England state that does not border the Atlantic.

Mount Kilimanjaro is the highest mountain in Africa.

Ah, the attractively, gorgeous Heather Graham. This perky actress totally stunned and wowed the whole Casket Works team in *Austin Powers 2: The Spy Who Shagged Me*. And the title is an understatement. If you haven't seen this movie yet... well, you obviously don't get out enough. Then again, who am I to point fingers?

This is definitely a sequel that improves upon the original. The vogue thing now is to have a midget replica of one's self as a sidekick. I've currently donated blood to the local cloning facilities here in Dallas. I'm hoping to have a Mini-Me within the week.

Currently, Ron has been running around shouting random statements like, "We're going to cast in a new metal called 'Reapidium,' that will be ten times as light yet as 'flexible' as pewter. Then we'll charge five doll—fifty cents more." And making outrageous claims like, "I invented casting, and started the wargaming industry on a whim." Personally I think he's taking the movie a bit too seriously. Maybe not?! Tell you what, if you find Ron at *Origins '99* and he has a baldhead, slap it for me. If not, and you get him to shave it I'll personally cast one each of the whole *Dark Heaven* line and give it to you for free.

All right, let's pause now and think wistfully about Heather Graham....



had carved out a legacy for himself - of that, there was no doubt. But what would be said of him? The warlord who almost conquered Anhur? The warlord who had united his people, only to be replaced by them when they became unsatisfied with him? No, that was not the answer for Gragg. He was not a stupid orc. He knew that he would never be the ruler of all of Adon, there was simply not enough time left in his life, nor enough of his people. But he would be the king of all of Anhur. And he would die, at least, knowing that his legacy would be written as a conqueror.

*The conqueror of Anhur.*

Gragg settled back into the saddle on Neckbiter. Yes, this was exactly the cure to his boredom he had been searching for.

## BACKGROUND OF THE CAMPAIGN

**Anhur goals:** Prince Nicholas has been trying to build a coalition of realms to force the orcs out of his kingdom. So far, he has received limited aid from Vestonia, Telluria, and Breonne, as well as assurances of support from Haldor, Heimdall and the Woodspike Forest. He is trying to convince the Kjordians that the orcs are a mutual threat and that they must work together against them. King Jurgen, unwillingly to risk his forces for an ally who may not live to repay him, has made Prince Nicholas an offer: if Anhur can once again reach to his realm, then Kjord shall join up with them, and bear arms against the orcs.

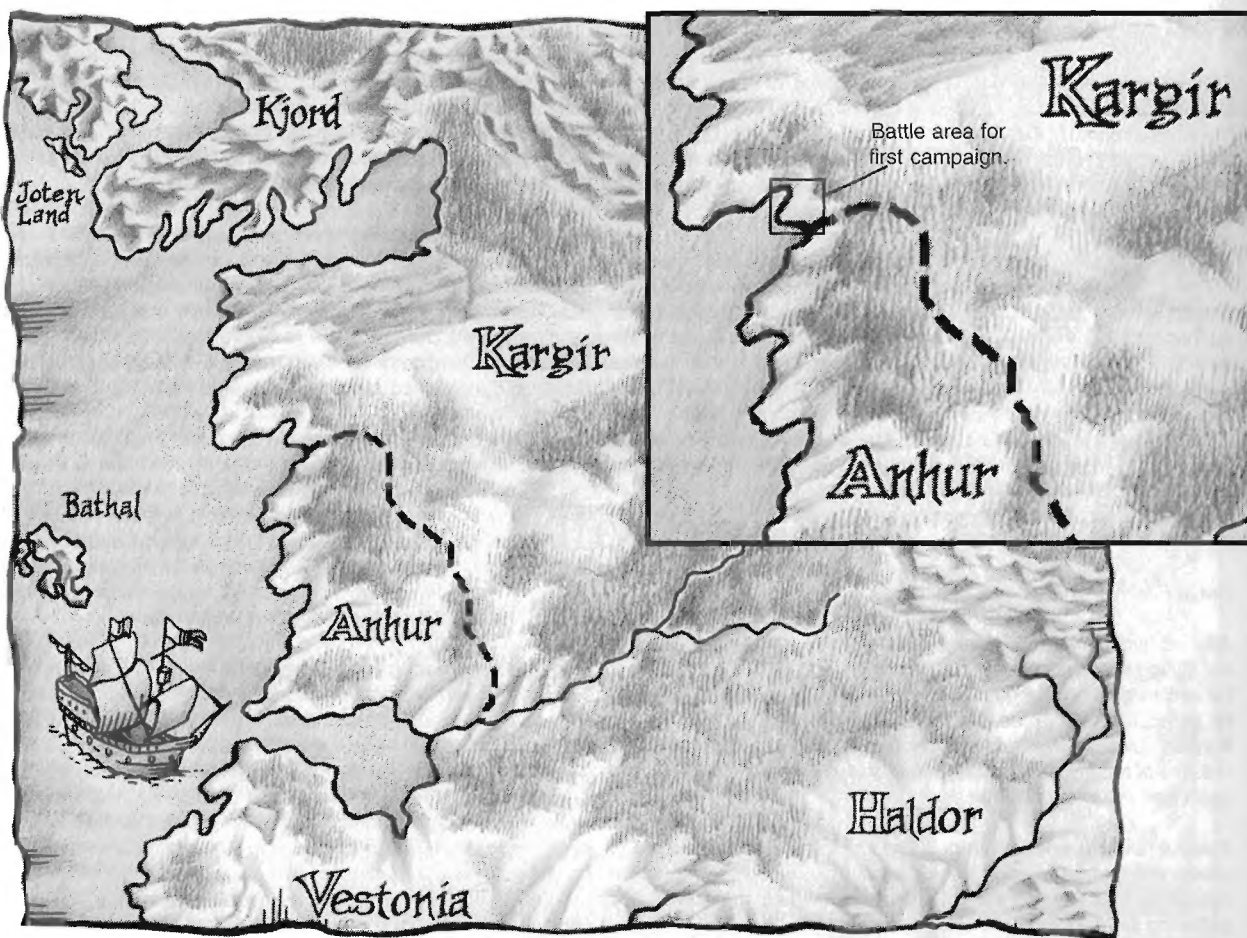
With the threat of Reaper War still fresh in his mind, Prince Nicholas needs all of the support he can muster, especially that of the lands to the north. Therefore, he launches a bold, three pronged attack. The first army to re-take his coastal areas from the orcs, with the second army flanking the orcs who guard the line against Free Anhur, and the third army driving straight for Gragg Elfslayer.

If he can take all of the western coastlands, then his forces could hammer the orcs east into the anvil of Heimdall and Haldor. While the rest of the army throws the orcish armies into disarray, gaining ground in occupied Anhur. The real goal being the third army and Gragg Elfslayer, sever the head and the body will die.

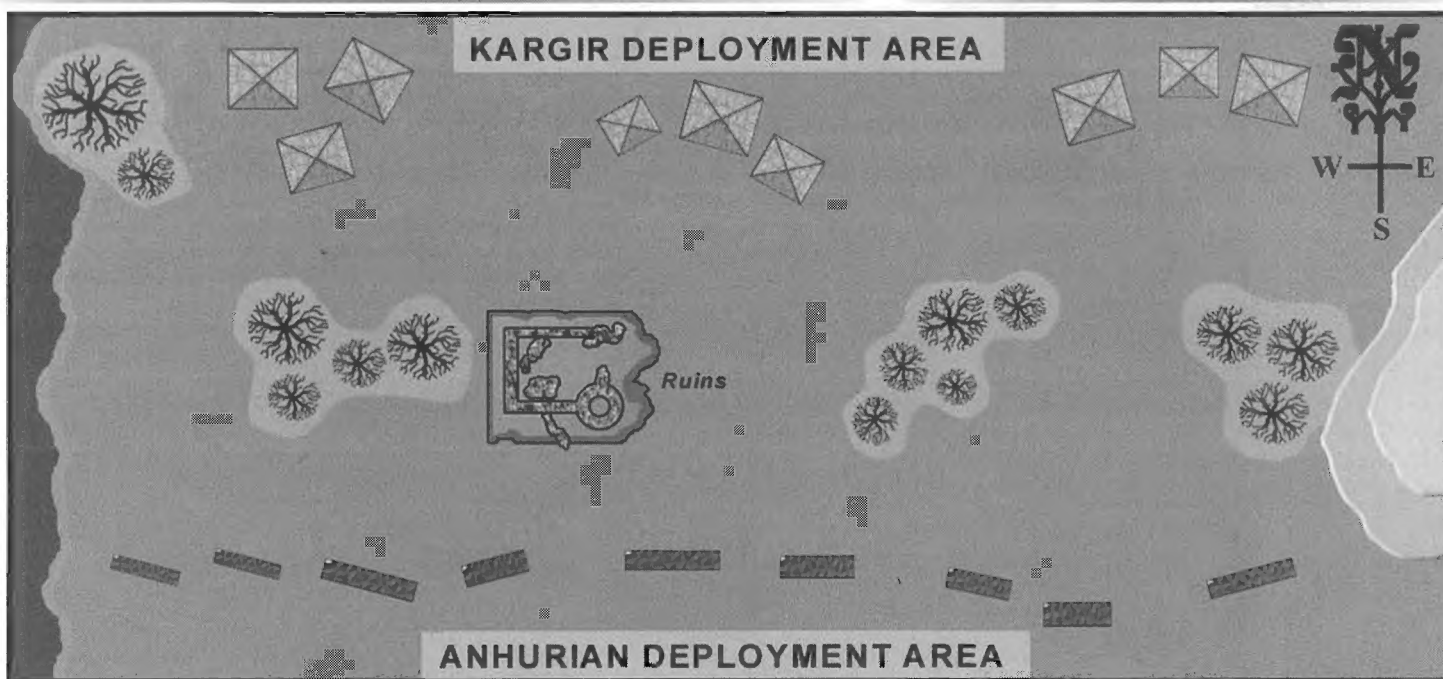
And so, Prince Nicholas begins the campaigns that he believes will be the end of Gragg Elfslayer, and that shall see him on the throne of all of Anhur. Or he and his people will certainly die trying.

**Kargir goals:** The Anhurians have held out long enough. The impetus of the orc attack is waning, if it stops completely, the tribes will fall apart and begin squabbling among themselves for the new land they have won - and will be easily cast out by the united force that is building. Gragg Elfslayer knows this, and he can see the future better than his shortsighted people. He was preparing for the final assault on the remaining piece of Anhur, when suddenly he finds himself on the defensive from an Anhurian assault. Gragg will not rest until he tastes the flesh of young Prince Nicholas as he sits upon the broken throne to his new kingdom. His name will be remembered as the warlord who utterly destroyed Anhur, and who set orcs as the highest race of Adon.

**Week 16-** Prince Nicholas launches the first attack of the campaign, surprising the Kargir forces at the Battle of the Bloody Coast. His entire force is together, and he smashes through the orcs that are camped near his defenses. The orc commander, Ferach, sends messengers to Gragg to alert him. In the East, the elves of Woodspike forest intensify their hit-and-run attacks on the orcs led by Skarr, sapping their strength and morale.







## THE BATTLE OF THE BLOODY COAST

*Prince Nicholas stands atop one of the great surveillance towers that dots the border between the land he controls and the land that the orcs defile. This is not the first time the Prince has stood above us. His unknowable eyes scan the land before him, and the chaotic encampments of the orcs are where his eyes linger the longest.*

*It has been said that while the Prince looks over these lands he weeps at the devastation, at the need of his people to create miles of earthworks to prevent the orcs from taking all of Anhur. He weeps for the damage done to this beautiful land, kingdom of his ancestors and now his as well.*

*But not today. Today, the Prince looks down upon the ranks of forces, and he smiles. And he looks upon the forces of the orcs, and he smiles as well.*

*Today, they begin to take back their land.*

*-From the records of Senior Chronicler Diago.*

**BACKGROUND:** The Battle of the Bloody Coast is the first battle of the great campaign of Prince Nicholas to retake Anhur from Gragg Elfslayer and the Orcs of Kargir.

This battle occurred near the Coast of Eddings, where Prince Nicholas has been receiving aid from Vestonia, Telluria, and Breonne. Securing the coastline was of absolute importance to future of Anhur - if the Kargir orcs could build a strong navy, they would be able to strangle the shipping from the south that was keeping Anhur alive. His nation, already struggling against disease and starvation, would surely perish without their aid. Further, Prince Nicholas had enacted a bold alliance with King Jurgen of Kjord - if the forces of Anhur and Kjord can link up, they will seal the fate of the orcs. Therefore, Prince Nicholas has created a plan to march up the coastline and once again connect the land of Anhur to the land of Kjord.

The orc commander at the Battle of the Bloody Coast is Ferach the Furious. He is an excellent field commander, and was single-handedly responsible for the death of many humans in the initial

assaults on Anhur. However, for all Ferach's field prowess, he is not a forward-thinking orc. He does not trust in the words of scouts that have been warning him of enemy build-ups. He puts no faith in the shamans who have foretold that Ferach will be ground under the forces of Anhur for his arrogance. Instead, Ferach has taken delight in tormenting the humans who hide inside their defensive works. He has been known to use his stone-throwers to hurl captured Anhurian scouts over the walls. He enjoys taunting them with traps, such as piling freshly killed game animals outside the defensive works and then raining arrows down upon any human foolish (or hungry) enough to take the bait.

Until, one day when the humans played a trick of their own.

*Crownsday. Week 16 of 986. Ferach was awoken by a harried swordsman from his camp.*

*"The humans, commander. They are attacking us!" cried the swordsman, breathing heavily as he ran into Ferach's tent.*

*Ferach, not the happiest of Orcs on the best of days, was doubly displeased: first, for being awoken abruptly; and secondly, for hearing such bad news. He quickly scrambled out of bed, grabbed a cruel spiked mace from below his bed, and knocked the messenger senseless.*

*"The humans dare attack us?" Ferach grumbled as he fumbled with his armor. Ordinarily, he would have his aide-de-camp assist him, but after he had the third one executed recently he discovered a shortage of volunteers. No matter; he was perfectly capable of putting on his own armor. Just not particularly neatly.*

*When he had finally exited his tent, his foul mood sweetened slightly. The sight of his troops assembling for battle was a sight that made every commander proud. Just because the camp was slightly more chaotic than most commanders would have liked did not disturb Ferach the Furious in the slightest. He put more faith in how many heads a warrior could take, and not in their spit and polish.*

*"If it is a fight the humans want," Ferach roared, "Then it is a fight they shall have!"*

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Mike Bisignani Painting

Matt Clark of  
Minis by Matt

Alex Glocka of  
Custom Miniature  
Painting

Kim Hartman of  
Paintbrush Wizard

You're probably wondering why we're listing the painters in a black and white magazine. Because we care damn it!

Actually, you can see the work of the above painters on our web site and in the future (way future) version of Casketworks.

In the mean time, pick up a brush, dab it in some paint, and make use of the time you're spending reading this. Of course if you're inept at painting like me you could just pay someone to paint the figures for you.



# ANHUR



## ANHUR VICTORY CONDITIONS

Prince Nicholas needs to win this battle in order for his planned campaign to set off. For the Anhur forces to accomplish this, they must succeed in the following two objectives.

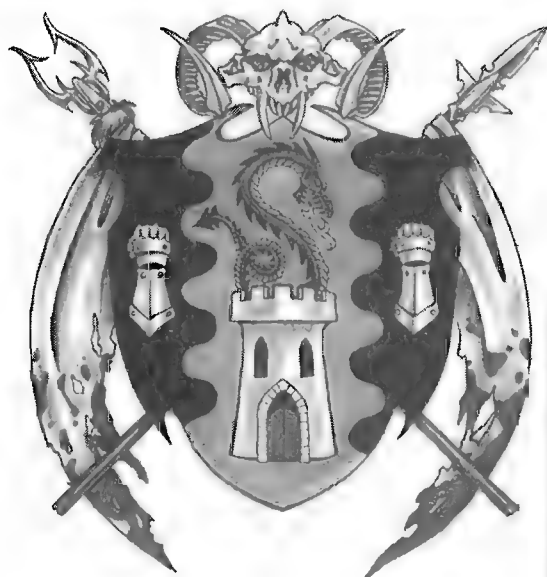
- 1) Destroy the orcish Stone Throwers. These have been bombarding the towns in Free Anhur; and the terror they cause is wounding the morale of the Anhurian people.
- 2) Breakout of the orcish line. They must get at least 3 unbroken units into the orcish deploy area.

## DEPLOYMENT

The Anhur forces deploy within 6" of their defensive works.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
<b>Prince Nicholas the Brave</b> Army Commander <i>Enchantments:</i> Sword +3 to Racial Base, +3 to Magic Defense	4	8"	9	+14	4	-	-	-	+6	-	+4	20	7	-	-	-	-	288	2227
<b>Princess Elena</b> Spellcaster <i>Enchantments:</i> Rod: +3 to Magic Attack, +1 to Magic Defense, Robe: +2 to Racial Base	2	12"	7	+4	1	-	-	-	+2	+3	+1	-	4	-	-	6	-	296	2029
<b>Prince's Bodyguards</b> (20) Men at Arms with 2 Swords	4	8"	7	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	680	2345
<b>Anhurian Warriors Unit 1</b> (10) Men at Arms with Swords	4	8"	7	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	340	6023
<b>Anhurian Warriors Unit 2</b> (10) Men at Arms with Mace	3	10"	6	+2	1	-	-	-	+1	-	-	-	-	-	-	-	-	220	6002
<b>Anhurian Medium Cavalry</b> (10) Mounted Warriors	2	16"	7	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	390	2346
<b>Heaven's Rain Unit</b> (10) Men at Arms w/ Crossbows	2	12"	5	+0	1	+0	20"	-	+0	-	-	-	-	-	-	-	-	330	6025
<b>Lightning Unit</b> (10) Men at Arms w/ Crossbows	2	12"	5	+0	1	+0	20"	-	+0	-	-	-	-	-	-	-	-	330	6025
<b>Duncan's Avengers Unit 1</b> (15) Fanatics with Maces	3	10"	8	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	330	6002
<b>Duncan's Avengers Unit 2</b> (15) Fanatics with Swords	3	10"	9	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	390	6023
<b>Fire Elemental</b> <i>Special:</i> Flyer, Cannot enter water <i>Skills:</i> +1 to Racial Base <i>Primary Ability:</i> Fireball <i>Additional Ability:</i> Fire Darts	2	16"	7	+9	4	-	-	-	+6	+1	+1	-	-	6	4	-	-	244	2251

**TOTAL POINTS 3838**



# KARGIR

## KARGIR VICTORY CONDITIONS

The orcs have ground down the remaining Anhurians, and soon the humans will fall. However, if the humans, led by this mad prince, can break the orkish stranglehold, they might just be a problem. Therefore to win, the orcs must:

- 1) Hold the Line. Prevent any Anhur forces from staying in the Kargir deployment area.
- 2) Kill Prince Nicholas. If the Prince Nicholas falls, then Anhur will lose all heart - and the orcs will control all of it.

## DEPLOYMENT

The Kargir forces deploy within 6" of their huts. The Stone Throwers are placed 12" away from the huts - and their crews have fled in the wake of the Anhur forces.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
<b>Ferach the Furious</b> Army Commander <i>Enchantments:</i> Axe: +2 to Magic Defense	3	10"	9	+13	4	-	-	-	+4	-	+3	20	7	-	-	-	-	266	2318
<b>Lorath</b> Spellcaster <i>Enchantments:</i> Robe: +2 to Magic Defense	2	12"	7	+2	1	-	-	-	+2	+0	+2	-	5	-	-	4	-	224	2328
<b>Ferach's Bodyguards</b> (20) Black Orcs with Swords	3	10"	6	+5	1	-	-	-	+2	-	-	-	-	-	-	-	-	720	2321
<b>Hellfire Unit</b> (10) Orc Bowman	3	10"	6	+2	1	-1	20"	-	+1	-	-	-	-	-	-	-	-	380	6016
<b>Brimstone Unit</b> (10) Orc Bowman	3	10"	6	+2	1	-1	20"	-	+1	-	-	-	-	-	-	-	-	380	6016
<b>Orc Axemen Unit</b> (15) Warriors - Two Handed Axe	3	10"	6	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	450	6027
<b>Orc Spearmen Unit</b> (15) Warriors with Spears	3	10"	6	+3	1	-	-	-	+1	-	-	-	-	-	-	-	-	330	6026
<b>Orc Swordsmen</b> (20) Warriors with Scimitars	3	10"	6	+2	1	-	-	-	+1	-	-	-	-	-	-	-	-	440	6009, 6015
<b>Ogre Bonecrusher Tribe</b> Ogre Leader	3	10"	9	+9	4	-	-	-	+4	-	+1	-	-	-	-	-	-	111	2312
Ogre Chieftain	4	8"	9	+10	4	-	-	-	+5	-	+1	-	5	-	-	-	-	202	2325
(3) Ogres	2	12"	8	+7	4	-	-	-	+3	-	+1	-	-	-	-	-	-	249	2288
<b>TOTAL POINTS 3752</b>																			



# miniatures SPOTLIGHT

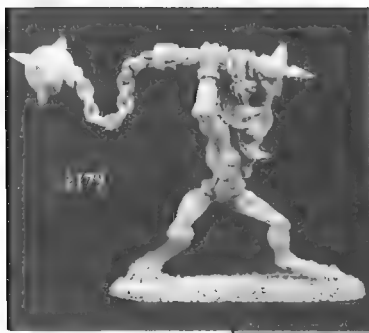
This article sponsored by PEWTER.  
"Forming figures for hundreds of years!"

Welcome to the Miniatures Spotlight. This section of Casket Works is designed to give a little background on some of the miniatures in the Dark Heaven line. Sometimes, we'll even give the sculptor's thoughts on the piece as they were working on them. And sometimes we won't. You'll just have to take it as it comes. So, without further adieu, here we go!

## Mason Rowan #2303 by Bobby Jackson

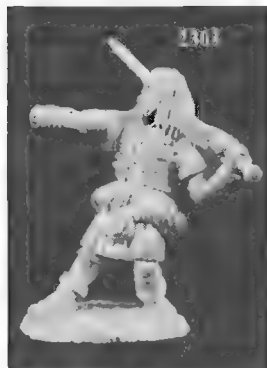
In northern Adon lies the rugged yet beautiful land of the Gaelen Highlands. The folk that make their homes here are simple people, most of them farmers or shepherds. These highlanders are peaceful, but they are no strangers to battle. They are savage warriors, as the soldiers of the lands of Ritterlich to the south can attest. For centuries, the warlords of Ritterlich have long tried to conquer the highlands, but they have had little success.

The highlanders are organized into clans, each clan ruling a portion of Gaelen. One of the oldest and most powerful clans is the Rowan clan, whose lands lie along the shores of Frost Wind Bay. The leader of the Rowan clan is the middle aged Mason Rowan, a tall and powerful highlander warrior who wants nothing more than to live in peace. Peace, however, comes with a price. Years ago in a skirmish with Ritterlich soldiers, Mason charged into battle with his clansmen. During the battle, a bombard shell exploded amidst his warriors. Most of them were killed in the blast, and Mason himself lost his right hand to the shell. He recovered from his injury, but he has a burning hatred of Ritterlich. If ever his home or his people are invaded, Mason will be found at the forefront of his clan, leading them into battle.



## Bakarathi #2171, 2240 by Jim Johnson

The Bakarathi were at one time a race of peace loving beings that were conquered by the vampire lords over a millennium ago. After the Bakarathi were taken over, the vampires used the Bakarathi as test subjects in cruel magical experiments. These experiments twisted the Bakarathi and turned them into savage beasts the likes of which are rarely seen in Adon. The Bakarathi are now cruel and sadistic, and they will often take slain victims back to their lairs as meals. Bakarathi are able to leap great distances, and their awkward gait gives them an almost comical appearance until they strike. As a side effect of the experiments, Bakarathi have become entirely immune to magic, thus vampire lords use them as bodyguards, champions or as elite military units. These beings may also change their appearance much like a chameleon, which makes them difficult to spot until it is too late.



## Blood Imps #2195, 2196, 2197 By Rene Perez

Blood Imps are small, demonic appearing creatures that are magically created by vampire mages. The process by which these beings are created is known only by the most powerful of vampires, and it is a secret that is forbidden to divulge to non-vampires. It is rumored that each blood imp is created from the blood of the vampire sorcerer mixed with the blood of an innocent. This mixture then undergoes a magical process from which the blood imp is born, much like a homonculi. Once created, the blood imp gains a sentience of its own, but it is never under its own control. The creating vampire controls the imp until the time when either the vampire dies or the imp is destroyed. Some vampires use imps as familiars, while others use small swarms of the creatures as effective troops on the battlefield. When these creatures are found in groups, large imps known as blood imp lords are often found acting as leaders for the swarm. Blood imps are crimson in color, and the imp lords are a darker shade of red than their lesser ilk.

Here at Reaper we tend to take an occasional break from work and relieve some stress by banging away at some computer games, and generally creating more stress.

When time permits (hardly ever) we'll crank up the old network and play some deathmatch. Nothing like getting back at Ron for some of his deadlines by pegging him in the head with a rail gun (via Quake 2 or 3).

At other times we go to our respective corners and play with---um, by ourselves and soak in some single player games.

Current titles at work are:

**Ron:** I'm still stuck playing Baldur's Gate, Tales of the Sword Coast. I'll finish every quest yet! Next will be Everquest...

**Mike:** Gib'n some friends in Quake 3 Arena. It's way groovy! Also trying to finish Alien vs Predator. It's got to be the freggin hardest game I've ran across in awhile. Thinking of joining up with Ron and Ed in Everquest.

**Price:** Total mind bending puzzles in Jewels of the Oracle. I'm also currently champ at the N64 Pod Race here in the office.

**Ed:** Just getting into Everquest. Deathmatch'n Quake 3 Arena also.

**Dave:** Games?! We've got time to play games! I'll have to check into this. Did that last order get out yet?

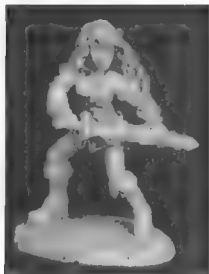
**Miriam:** Pinball playing fool!

**Jon:** AH! Mechs all over the place... overheating.... ammo depleted... mercy! mercy!!

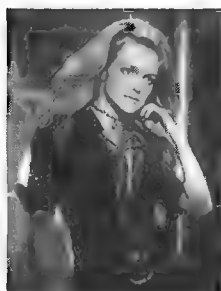
~note: Jon's been busy with Mechwarrior 3 and slightly out of touch.~

## Babe Watch

We've often wondered who would portray the roles of some of the Dark Heaven characters in the Dark Heaven motion picture (don't hold your breath). The first character that came to our mind was the perennial favorite of everybody at Reaper, Sidrith Swordsister, figure #2006. Who would we like to see as our favorite sexy swashbuckler?



Rebecca Romijn-Stamos... Our first pick and an obvious patriot.



Mmm, Heather Graham... Second pick, but not in my dreams.



Bridgette Wilson... Our third choice. Did you know she reads Casket Works also? Yeah, and I'm going to be a millionaire winner at the next lottery!



## Origins... A Big Success!

Reaper attended several shows this summer, and the biggest was the Origins Convention in Columbus, Ohio over July 4th weekend. "We were very excited about the show this year," says Reaper bigwig Ed. "It's a great opportunity to get out and demo our games and meet all of our loyal customers." Reaper Motto for this summer: Screw those card games! Let's push some lead around!

Due to contractual obligations Reaper will be skipping Gen Con this year, but promises to attend next year.

## What the Heck is CAV?

Some special project is under way at Reaper, a project so secret that Big Ed Pugh won't even tell us what it is. We've heard him say the word "cav" several times before, but when we ask him about it, he laughs maniacally and skitters off to a corner to continue his work. That and ingest huge quantities of Diet Coke. We'll let you know what "CAV" is as soon as we find

tion for the photos!

## Dark Heaven RPG on the Horizon

Talk of a Dark Heaven role playing game has been heard for a couple of years, but it looks like it's about to become a reality. We asked Reaper Ron about it. "Yup, we've been working on it, and it's almost done. The RPG will take Apocalypse and go into more detail. Where Apocalypse was more generalized, DHRPG will be more specific. We plan to support the RPG and Apocalypse with both adventures and sourcebooks."

More details on a release date in CW 3!

for details!

## Reaper Welcomes New Sculptors Aboard

Ben Siens? Mark Kay? Jim Bainbridge? Who are these guys? Well, if you haven't heard of em yet, get ready, cuz you'll be hearing their names a lot more in the future. This summer, you'll see the first of several new miniatures sculpted by these very talented artists. Ben has done some rad lizard men, Mark has whipped up some beefy barbarians, and Jim sculpted the most awesome skeletal catapult we've ever seen! Check out the catalogue sec-

## Reaper Shuts Down for Star Wars

On May 19th, production at Reaper came to a virtual standstill. Several Reaper employees took the day off to go see the premiere of the new Star Wars movie.

When Casket Works asked Ron Hawkins, resident miniature demi-god, why he took the day off, he responded, "What am I gonna do instead, call my sculptors? They're all out watching Star Wars too!" ~Don't get surly with us, pewter boy!~

Here are the reactions to Episode One from the Reapers:

**Ron:** "I loved it. Give me gungans any day of the week over those rat bastard ewoks." (A-)

**Mike:** "Meesa think the movie was great. Not the best in the series, but definitely worthy of the Star Wars title." (A)

**Price:** "I liked it better the second time around." (B+)

**Dave:** "Good movie, but I expected Darth Maul to be more involved in the plot." (B)

**Robert:** "I saw Episode One, and I enjoyed the hell out of it. It wasn't the greatest movie, but it was STAR WARS dammit, and that's what mattered. To all the critics who have blasted it for what it isn't...enjoy it for what it is! A hell of a ride! (A)

The rumour mill has it that Ron has been asked to play a small, but important cameo in Episode II...  
...as an Ewok.

## Dark Heaven 25mm Heroic Scale Fantasy

### JULY

2320 - Treasure Hoard #2, 3 pieces	Bob Olley	\$4.95
2321 - Black Orc Warrior	Sandra Garrity	\$2.95
2322 - Klaus Totenherz, Vampire Commander	Sandra Garrity	\$2.25
2323 - Fearon Starbrow, Wood Elf King	Sandra Garrity	\$2.50
2324 - Inquisitor of Malvernus	Bobby Jackson	\$2.25
2325 - Ogre Chieftain	Bob Olley	\$6.95
2326 - Britta, War Maiden of Ritterlich	Bobby Jackson	\$2.25
2327 - Ulf Wolfmane, Champion of Haldor	Jim Johnson	\$2.50

### AUGUST

2328 - Lorath, Orc Shaman	Bob Olley	\$2.25
2329 - Siobhana, Vampire Queen	Jim Johnson	\$2.25
2330 - Templar Knight	Bobby Jackson	\$2.25
2331 - Lizard Man with Lizard Hunting Pack	Ben Siens	\$6.50
2332 - Tepes Trajan, Vampire Champion	Jim Johnson	\$2.25
2333 - Orlath Hoarbeard of Kjord	Mark Kay	\$2.75
2334 - Amroth Starlight, Elven Warder	Sandra Garrity	\$2.50
2335 - Black Orc with Two Handed Sword	Sandra Garrity	\$3.50

### SEPTEMBER

2336 - Emile Van Storme, Vampire Warlord	Jim Johnson	\$2.50
2337 - Inquisitor of Malvernus	Bobby Jackson	\$2.25
2338 - Stern Kestrelmann, Champion of Dornheim	Jim Johnson	\$2.25
2339 - Templar Knight with Sword and Shield	Bobby Jackson	\$2.25
2340 - Unthar Godshand, High Priest of Anarion	Sandra Garrity	\$2.50
2341 - Stefan von Kruger, Vampire Warlord	Sandra Garrity	\$2.50
2342 - Skarr, Orc Warlord of the Woodspike	Sandra Garrity	\$2.25
2343 - Drake Whiteraven, Heroic Wizard	Sandra Garrity	\$2.75
2344 - Catherine O'Mannon, Sorceress	Sandra Garrity	\$2.25

Bob Olley	\$4.95
Sandra Garrity	\$2.95
Sandra Garrity	\$2.25
Sandra Garrity	\$2.50
Bobby Jackson	\$2.25
Bob Olley	\$6.95
Bobby Jackson	\$2.25
Jim Johnson	\$2.50
Bob Olley	\$2.25
Jim Johnson	\$2.25
Bobby Jackson	\$2.25
Ben Siens	\$6.50
Jim Johnson	\$2.25
Mark Kay	\$2.75
Sandra Garrity	\$2.50
Sandra Garrity	\$3.50

2322 Klaus Totenherz



2328 Lorath, Orc Shaman



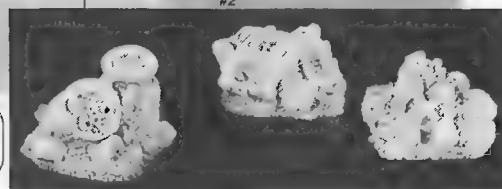
2327 Ulf Wolfmane



2332 Tepes Trajan



2320 Treasure Hoard #2



## Dark Heaven 25mm Heroic Scale Boxed Sets

### AUGUST

10003 - "Dragons Don't Share" by Bob Olley \$49.95  
This large scale vignette depicts the tale of the disappearance of the famed dwarven treasure hunter, Digger McGee. The focal point of this scene is a great dragon standing atop an incredibly detailed pile of treasure, while the dwarf Digger McGee is clutching a bag of treasure and hiding behind an outcropping of rock.

### SEPTEMBER

10005 - "The Court of Abyst" by Jim Johnson \$29.95  
This boxed set contains five miniatures sculpted by Jim Johnson; the demon lord Abyst, the succubi Lirris and Vareesh, the lesser demon Tolgh, and the demon Kazael. Statistics and background on each character for use with Dark Heaven Apocalypse will be included in the box.

10005 - The demon lord Abyst and lesser demon Tolgh from the boxed set.



## Dark Heaven 25mm Heroic Scale Deluxe Army Packs

### JULY

6019 - Black Legionnaires of Malvernus	(4)	Bobby Jackson	\$7.50
6020 - Dwarven Hammers	(5)	Bob Olley	\$7.50
6021 - Elven Archers	(4)	Sandra Garrity	\$7.50
6022 - Ritterlich Men at Arms with Polearms	(4)	Jim Johnson	\$7.50
6023 - Anhurian Swordsman	(4)	Jim Johnson	\$7.50
6024 - Dwarven Swordsman	(5)	Bob Olley	\$7.50

### AUGUST

6025 - Anhurian Crossbowmen	(4)	Jim Johnson	\$7.50
6026 - Orc with Spears	(4)	Bob Olley	\$7.50
6027 - Orcs with Two Handed Weapons	(4)	Sandra Garrity	\$7.50

### SEPTEMBER

6028 - Plague Zombies	(4)	Ben Siens	\$7.50
6029 - Highlanders with Spears	(4)	Bobby Jackson	\$7.50
6030 - Men at Arms Archers	(4)	Jim Johnson	\$7.50



# interview

information for  
the uninformed



The truly amazing Garrity



Dark Heaven 01238



Possibly the new  
Dragon that's on  
the horizon?

*Sandra J. Garrity*

If you'll flip through the catalog section of Casket Works, you'll notice that a large number of the Dark Heaven miniatures are sculpted by our favorite sculptor Sandra Garrity. Sandra has spent hundreds, if not thousands of hours creating meticulously detailed miniatures that make Reaper figures so dynamic. In addition to being a truly talented and gifted artist, Sandy is an all around great person. She was kind enough to take a few minutes to chat with Casket Works.

**Casket Works: How did you first get started sculpting in the gaming industry? Reaper?**

**Sandra Garrity:** In 1989 an artist friend of mine encouraged me to interview with Ral Partha. I then began working with them as a freelancer. I first met the nice folks at Reaper at Origins '94. Some of my friends worked for them and liked them--obviously I did too. We've been working together ever since.

**CW: What is your favorite model that you have sculpted?**

**SG:** Actually I don't have a favorite. I try to view everything I do as practice for the next [piece]. Any "favorite" is soon replaced by one I like better.

**CW: Do you sculpt from photos or sketches, or do you make things up as you go?**

**SG:** Sometimes the projects I do require strict and precise adherence to reference supplied to me. Other times I'm given the joyous freedom to go with my own visions.

**CW: Do you have any formal training in**



Forthcoming  
Wood Elf King



Dark Heaven 9324

art?

**SG:** I have a Bachelor of Arts in Art Education from Arizona State University. It was not a huge help learning to do miniatures work though.

**CW: What types of hobbies do you have (when you have the time)?**

**SG:** When my schedule permits, I love riding my horse, reading, gardening, doing private art projects and most of all spending time with my two daughters.

**CW: What other artists do you admire?**

**SG:** I have great admiration for Julie Guthrie and Tom Meier. Both of them are incredibly talented. Julie helped me on many levels as well. I'd also like to say that Jim Johnson, who was once one of my students, has become one of the top artists in the industry and I admire his talent and imagination.

**CW: What are some upcoming projects you are working on for Reaper?**

**SG:** Next up are a large dragon and a wood elf king. I'm told that there is a "ton" of stuff coming after these things, but I wouldn't want to ruin the mystery by telling too many secrets.

**CW: What advice do you have for aspiring sculptors?**

**SG:** Practice, practice, practice! Also ask questions of anyone who will share their knowledge and experience with you. Most other artists are glad to help--after all, we've all been struggling beginners.

**Gragg Elfslayer**  
"In his own words"

Casket Works recently caught up with Gragg and asked him that question that been nagging us all in the back of our minds. "Why did you do it?"

**CW:** Gragg, what was your main focus in killing King Duncan of Anhur?

**GE:** Well, really it was quite by accident.

**CW:** By accident?

**GE:** Yes, totally unplanned.

**CW:** Can you elaborate?

**GE:** It's hard to explain. It wasn't as if I woke out of bed one morning and said, "Oh, by Kargir, I feel like lobbing off a king's head."

**CW:** Mm, hm.

**GE:** No really. I was riding my bike in the park, minding my own business, when suddenly, there's this Anhurian all dressed up like he's a noble or something, proclaiming, "Hey there, I'm king you know. Like, throw yourself at my feet and pay homage."

**CW:** So you own a bike?

**GE:** ...and I wasn't about to take any, "You're lower than we are in the gene pool" crap either. So I told him "you can stuff that royal..."

**CW:** Are we talking motor scooter, or like Schwinn?

**GE:** ...that's when he tried to bite my ear off. So I threw him to the ground and started to set aside my scimitar. You know, not wanting to really hurt the old bloke and all. How was I to know the bugger was going to rise up suddenly and hit me in my...

**CW:** What colour is this bike of yours? They say a person's choice in bicycle colour can reflect their personality type.

**GE:** ...so I swung around to get out of the way. I didn't think that Mr. "Oh I'm King" was in the way. Really, it was quite sad. Took me three bloody days to get all that gunk off my bike chain. Not to mention that area on the underside of the seat. Do you know what I'm talking about? That real hard area...

**CW:** I'd pick green, or as they say in Deutschland, grün. Hehe

**GE:** Are you paying attention to me? (slowly unsheathing his scimitar)

**CW:** Huh, what? Of course I was.

**GE:** Right, what'd I say then?

**CW:** Oh, you were talking about, um, er the bike ride, uh, through the...

**GE:** (Gragg leaps into a berserker rage and maliciously slices Mike

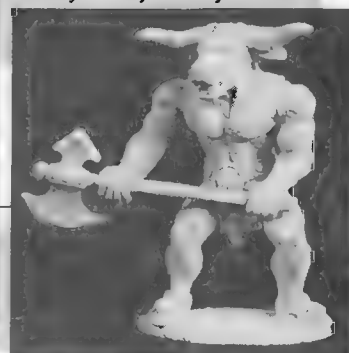
# ADVENTURES IN ERRATA

WHERE WE ATTEMPT TO CLARIFY, CORRECT, AMEND  
OUR RULES, AND ANSWER YOUR QUESTIONS.

2269 Aserlis the  
Liche Lord  
by Bob Olley



2263 Minotaur  
by Sandy Garrity



The following stat chart gives the stats on new figures for the DHA Rulebook.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	CCST	STOCK NO.
Aserlis the Liche Lord	3	10"	-	+3	1	-	-	-	+7	+3	+2	20	7	-	-	6	-	444	2269
Minotaurs	2	12"	6	+8	4	-	-	-	+5	-	+1	-	-	-	-	-	-	99	2263
Earth Elementals	2	12"	7	+12	4	-	-	-	+7	+1	+1	-	-	6	-	-	-	233	2250
Fire Elementals	2	16"	7	+9	4	-	-	-	+6	+1	+1	-	-	6	4	-	-	244	2251
Air Elementals	2	22"	7	+6	1	-	-	-	+3	+3	+1	-	-	6	4	-	-	227	2252
Water Elementals	2	12"	7	+7	4	-	-	-	+4	+2	+1	-	-	6	4	-	-	208	2253
Arachno Assassin Archers	2	12"	-	+1	3	-2	30"	3	+2	-	-	-	-	-	-	-	-	108	2256
Bakarathi Archers	2	16"	7	+11	4	+4	36"	-	+8	-	1M	-	-	-	-	-	-	220	2258
Bakarathi with Spears	2	16"	7	+12	4	-	-	-	+8	-	1M	-	-	-	-	-	-	193	2278

## Aserlis the Liche Lord

Figure Number: 2269

UD/Liche/Inf/Mage/Com/Hvy Armor/Flyer

Skills: +2 Racial Base, +1 Magical Base,  
+2 Magical Defense

### Enchantments:

Crown: Flight

Staff: Doubles the radius and  
number of models affected by the  
movement spell.

Affiliation Rune:

Aserlis was at one time a trusted aide and companion to the legendary arch-mage Cauve. During the Skoli Purge in 001NA, Aserlis betrayed Cauve and fought on the side of the skoli. The skoli were defeated, but Aserlis escaped into the Besiac wastes. There he discovered necromancy and eventually transformed himself into a liche. For decades he lived in the ruins, gathering his power.

In 222NA, Aserlis created a large army of skeletons from the Besiac Wastelands and marched into Jalahandra. The unprepared army of Jalahandra was pushed back and Aserlis added their fallen ranks into his own. He then pushed north into Taltos, where he swept the warlords aside with ease. At the border of Tirithilia however, the liche lord was defeated by the mages Celedril of Tirithilia and Bourran of Taltos. After the liche fell, his skeletal horde fell into disarray and was easily defeated. Aserlis' body was placed in a bronze casket that was

enchanted to bind his magical energies. This casket was then sunk beneath the waters of Lake Watamba, now known as Blackwater Lake. Aserlis, however, had gained a cult following during his conquests, and even after his defeat it continued to thrive in southeastern Adon. This cult, the Children of Aserlis, has relentlessly sought their master's remains. In 985NA, their divinations finally bore fruit. Aserlis' body was recovered and returned to his crypt-palace beneath the Besiac Wastes. The liche-lord is now more powerful than ever and prepares to march upon the lands of the living.

Aserlis wears the Crown of Teeth and wields the Staff of S'kara, a skoli artifact.

## Minotaurs

Figure Number: 2263

SM/Inf/Vet/Mdm Armor/2HW/4STR

Affiliation Rune:

Minotaurs are powerful and intelligent monsters that have the body of a man and the head of a bull. They are usually found singly, but may band together in small groups to fight alongside an army. A minotaur's favorite weapon is the battle axe, but they may fight by goring opponents with their mighty horns and biting with their sharp teeth. Some rare minotaur specimens, known as greater minotaurs, have the lower body and head of a bull with the torso of a man. These minotaurs are stronger and more fierce than regular minotaurs.

## ELEMENTALS

Elementals are magical beings conjured from the very elements themselves. This conjuring is a difficult task, and only the most learned of wizards know how to do so. Elementals are amongst the strongest of monsters on any given battlefield. The most typical of elemental kind are earth, air, fire, and water.

## Earth Elementals

Figure Number: 2250

SM/Inf/Elite/Hvy Armor/2HW/4STR

Specials: No movement penalty in rough or sandy terrain.

Skills: +2 Racial Base

Primary Ability: Earthquake

Affiliation Rune:

Earth elementals usually take a man-like shape formed from whatever earth is nearby. Thus, elementals may be formed of sand, mud, clay, rock, or a mixture of these. Their mighty fists have been known to pound men into pulp and reduce stone walls to rubble.

## Fire Elementals

Figure Number: 2251

SM/Inf/Elite/Hvy Armor/4STR/Flyer

Specials: Can not enter any water.

Skills: +1 Racial Base

Primary Ability: Fireball

Additional Ability: Fire Darts

## Affiliation Rune: ★

Fire elementals often appear as towering sheets of flames that change colour from blue to green to white. As a fire elemental sweeps across a battlefield, everything in its wake is immolated, including living characters. Fire elementals sometimes may shoot long goutts of flame, incinerating anything in the way.

## Air Elementals

Figure Number: 2252

SM/Inf/Elite/Light Armor/4STR/Flyer

Specials: +6" Movement

Skills: +2 Magical Attack

Primary Ability: Lightning

Additional Ability: Whirlwind

Affiliation Rune: ★

Air elementals usually take on the shape of a whirlwind or a small tornado, but may appear as a man shaped form of twisting wind. Air elementals sometimes pick up small items or debris that lie in their paths as they twist across the battlefield. Any man sized beings in the path of an enraged air elemental may be picked up as well and tossed about like a rag doll, usually with fatal consequences.

## Water Elementals

Figure Number: 2253

SM/Inf/Elite/Medium Armor/4STR

Specials: No movement penalty for marsh or river terrain.

Skills: +1 Magic Attack

Primary Ability: Ice Darts

Additional Ability: Fog

## Affiliation Rune: ★

Water elementals usually take the form of a giant wave of water that rushes across the battlefield, smashing into enemy ranks. These elementals are typically composed of either salt or fresh water, although this makes no noticeable difference on the battlefield. Water elementals may completely engulf human sized troops, effectively drowning them.

## Arachno Assassin Archers

Figure Number: 2256

D-D/Arachno Assassin/Ranged Inf/Lt Armor/3STR/3TRA

Affiliation Rune: A

## Bakarathi Archer

Figure Number: 2258

SM/Inf/Elite/Hvy Armor

Specials: Bow counts as small balista with crew of one.

Skills: +4" Movement

Affiliation Rune: A

## Bakarathi with Spears

Figure Number: 2278

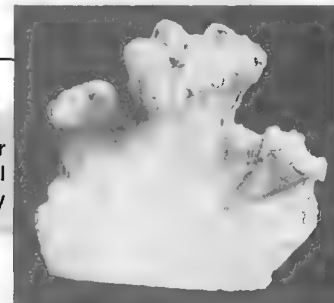
SM/Inf/Elite/Hvy Armor/Long Spear/4STR

Skills: +4" Movement

Affiliation Rune: A



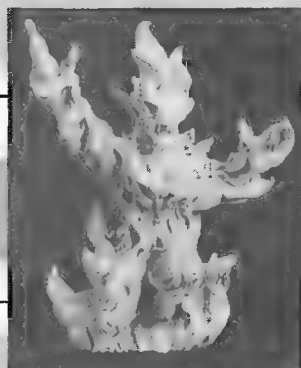
2250 Earth Elemental by Sandy Garrity



2253 Water Elemental by Sandy Garrity



2251 Fire Elemental by Sandy Garrity



2252 Air Elemental by Sandy Garrity

## AFFILIATION RUNES

A last minute change in the rules that was not documented well was that each Country, Organization, Creature, or Notable will now possess only one type of rune instead of multiple types.

Affiliation Runes primarily apply to the construction of world style armies, either national, mercenary, or as a limitation within a scenario that you create.

Example: The country of Breonne possesses a rune of Virtue. This means that when constructing this army, a player may choose to use either or both of the Notables, "Diva the Blessed," who possesses a rune of Virtue, or "Tara the Silent," who possesses a rune of Neutrality. A player could not use the Notable "Domur" in their Breonne army since that character possesses a rune of Corruption.

In the case of a world army that is lead or guided by a rune of Neutrality, such as a Mercenary army, the runes of Corruption OR Virtue may serve in it but not both.

See the bar at the right for an in depth explanation.

- May only work with other Corruption or Neutrality army types.
- May work with any army type.
- May only work with other Virtue or Neutrality army types.

Corruption  
Neutral  
Virtue

The following stat chart corrects character or monster stats that were listed in the DHA Rulebook.

DESCRIPTION	CL	MM	MD	CCV	STR	RAV	R	TRA	HDV	MA	MD	CGM	SP	PAG	AAG	CG	PL	COST	STOCK NO.
Monique DeNoir Page 89	3	14"	9	+18	5	-	-	-	+9	+4	+6	20	8	4	-	-	-	436	2234
Fog Wraith Page 134	3	10"	-	+2	1	-	-	-	+7	-	+0	-	-	-	-	-	-	49	2081
Guardian Wraith Page 134	3	10"	-	+2	1	-	-	-	+7	-	+0	-	-	-	-	-	-	49	2148
Zombie Werewolf Page 135	2	16"	-	+9	4	-	-	-	+11	-	+3	-	8	-	-	-	-	315	2223



# DARK HEAVEN APOCALYPSE

# DHA

Catalog

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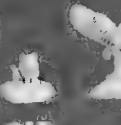
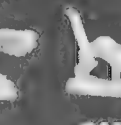



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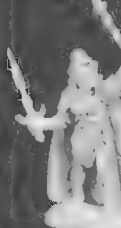
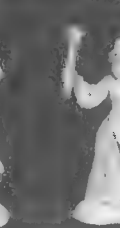
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	<b>CAT</b>		<b>CAT</b>		<b>FERRET</b>
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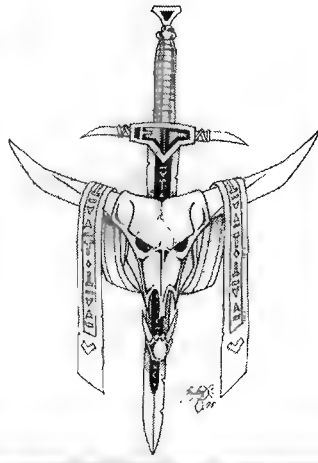
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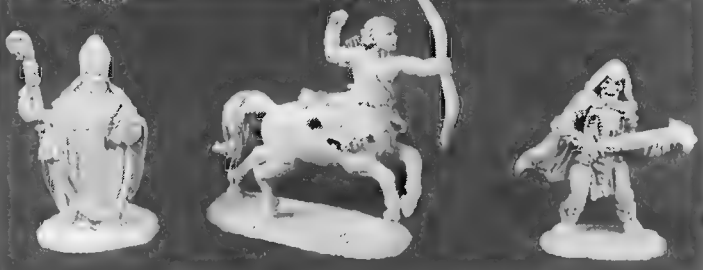
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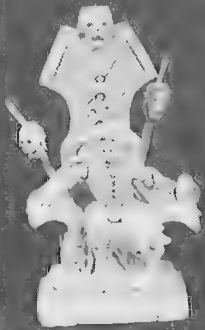



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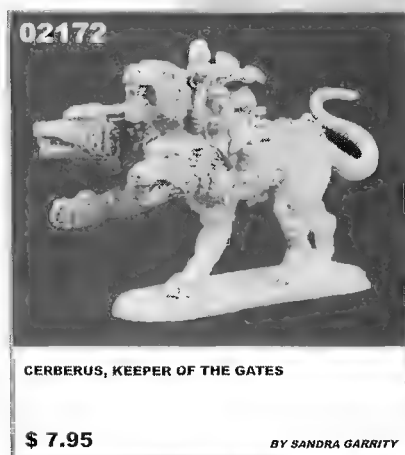
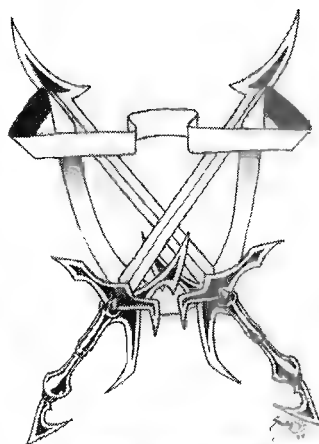
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02181	02183	02184
		
<b>SIRITHIS SUCCUBUS PRINCESS</b> BY BOB RIDOLFI	<b>QUEEN SHANON OF HEIMDALL</b> BY SANDRA GARRITY	<b>JONAS KANE</b> BY BOB RIDOLFI
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02185



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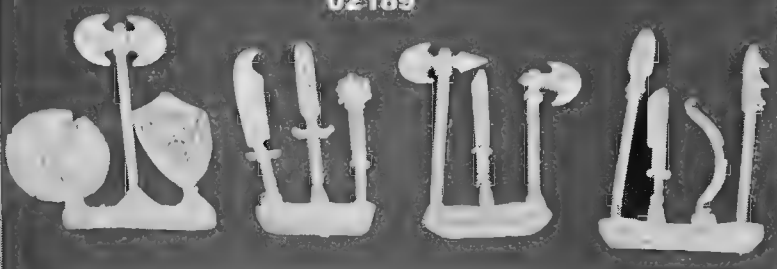
**\$ 3.95**

BY BOB RIDOLFI

02186	02187	02188	02190
			
<b>ALFRED REDLUTE BARD</b> BY SANDRA GARRITY	<b>GRIMM GRAYRUNE</b> BY SANDRA GARRITY	<b>KNIGHT TEMPLAR</b> BY SANDRA GARRITY	<b>ANGEL OF LIGHT</b> BY SANDRA GARRITY
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02192	02194
	
<b>ARACHNO ASSASSIN</b> BY ED PUGH	<b>LORIEN DAWNLIGHTER</b> BY SANDRA GARRITY
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02189



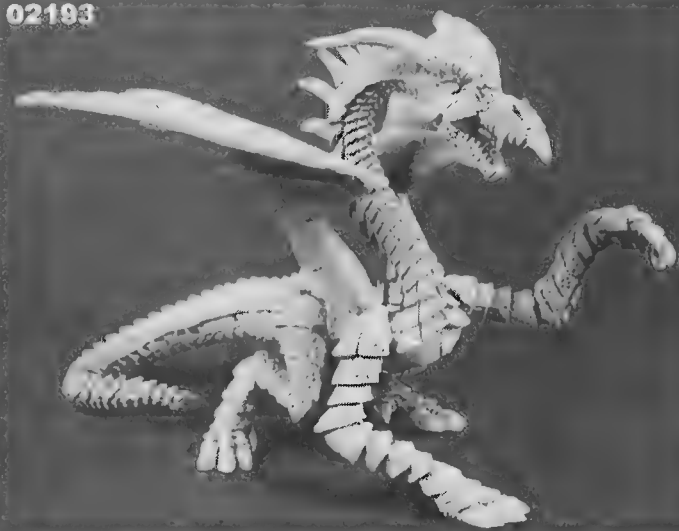
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WITH STANDARD

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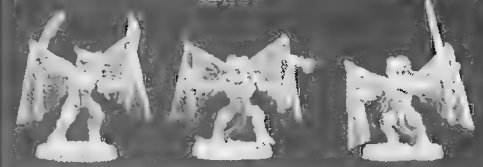


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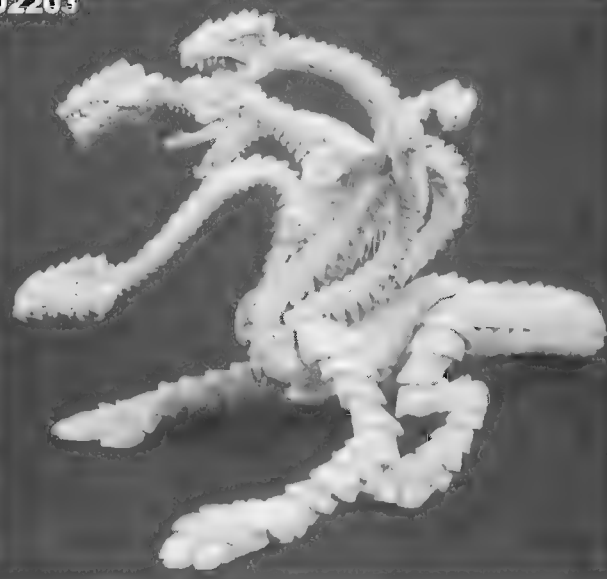


CLAUDIA VON MONDSTEIN

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HYDRA OF LERNA

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ADIRI

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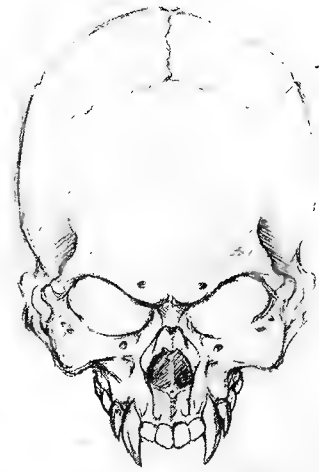


KRUPP WITH  
GEMBALL STAFF

BY JULIE GUTHRIE

\$ 2.50

02206	02207	02208
		
<b>PAZUZU WITH GEMBALL STAFF</b> <i>BY JIM JOHNSON</i>	<b>FOALS (2 IN PACK)</b> <i>BY RENE PEREZ</i>	<b>EWAN MCCULLOUGH HIGHLANDER</b> <i>BY BOBBY JACKSON</i>
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02209

<b>WEAPONS PACK II</b>
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02210	02211	02213
		
<b>SKELETON</b> <i>BY ED PUGH</i>	<b>SKELETON</b> <i>BY ED PUGH</i>	<b>SKELETON</b> <i>BY ED PUGH</i>
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02214	02215	02216
		
<b>SPIRITS (2 IN PACK)</b> <i>BY ED PUGH</i>	<b>GHOUL</b> <i>BY ED PUGH</i>	<b>KOSMO KILLER CLOWN</b> <i>PAINING CONTEST WINNER BY RICHARD KERR</i>
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02212

<b>MOUNTED ORC WARRIOR OF KARGIR</b>
<b>\$ 9.95</b>
<i>BY SANDRA GARRITY AND BOB RIDOLFI</i>

02217	02218	02219	02220
			
<b>ROLLER GIRL</b> <i>BY SANDRA GARRITY</i>	<b>ABRAXUS DIRE-DEAD HERALD</b> <i>BY BOB RIDOLFI</i>	<b>DOMNU OF THE SLITHE</b> <i>BY BOB RIDOLFI</i>	<b>HARKUS GHOST KING</b> <i>BY BOB RIDOLFI</i>
<b>\$ 2.25</b>	<b>\$ 2.95</b>	<b>\$ 2.75</b>	<b>\$ 3.25</b>









<b>02221</b>	<b>02222</b>	<b>02223</b>
		
<b>MORRDHA VAMPIRE LORD</b> <i>BY BOB RIDOLFI</i>	<b>SEAN O'RYAN HIGHLANDER</b> <i>BY BOBBY JACKSON</i>	<b>ZOMBIE WEREWOLF WITH VICTIM</b> <i>BY BOB RIDOLFI</i>
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<b>02224</b>	<b>02225</b>
	
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<b>02226</b>	<b>02227</b>
	
<b>ELDARION (ELF)</b> <i>BY SANDRA GARRITY</i>	<b>PRINCE NICHOLAS OF ANHUR</b> <i>BY SANDRA GARRITY</i>
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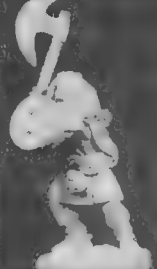
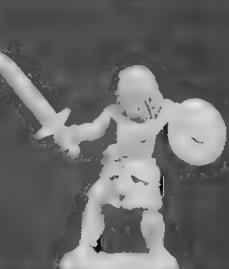


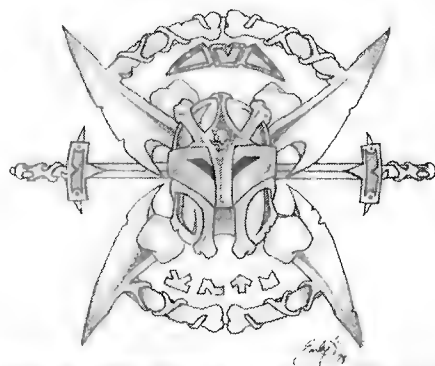
<b>02228</b>	<b>02229</b>
	
<b>GORD IRONHEAD</b> <i>BY SANDRA GARRITY</i>	<b>BRAG IRONBALLS</b> <i>BY SANDRA GARRITY</i>
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<b>02230</b>	<b>02231</b>
	
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<b>02232</b>	<b>02233</b>	<b>02234</b>
		
<b>KARINA OF THE BLADE</b> <i>BY SANDRA GARRITY</i>	<b>DANTRAG HEIMDALL CHAMPION</b> <i>BY SANDRA GARRITY</i>	<b>MONIQUE DE NOIR</b> <i>BY SANDRA GARRITY</i>
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<b>02235</b>	<b>02236</b>	<b>02237</b>
		
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<b>02238</b>	<b>02241</b>
	
<b>WILLIAM O'RYAN HIGHLANDER</b> <i>BY BOBBY JACKSON</i>	<b>SHAMUS ROWAN HIGHLANDER</b> <i>BY BOBBY JACKSON</i>
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02258



GROMDOO OF THE BAKARATHI

\$ 3.50

BY JIM JOHNSON

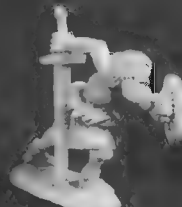
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ORK WARRIOR  
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BY SANDRA GARRITY

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GAREB O'MANNON  
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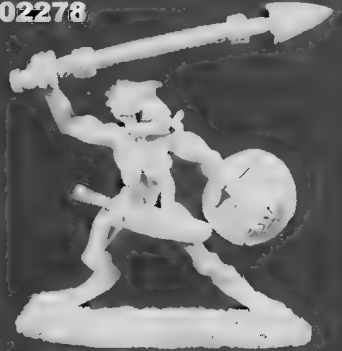


DEREK THE TALL  
BY SANDRA GARRITY

\$ 6.95

<b>02274</b>	<b>02275</b>	<b>02276</b>	<b>02277</b>
			
<b>DERN IRONFIST (DWARF)</b> <i>BY SANDRA GARRITY</i>	<b>WIGLAF, KJORD BERSERKER</b> <i>BY KEVIN CONTOS</i>	<b>PATRICK ROWAN HIGHLANDER</b> <i>BY BOBBY JACKSON</i>	<b>DEAN HAWKWOOD</b> <i>BY JIM JOHNSON</i>
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**02278**



**DRAMAN OF THE BAKARATHI**  
*BY JIM JOHNSON*

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<b>02279</b>	<b>02282</b>	<b>02281</b>
		
<b>BAALBEK OF JALAHANDRA</b> <i>BY BOBBY JACKSON</i>	<b>GHOUL WARRIOR</b> <i>BY BOB RIDOLFI</i>	<b>CRYPT WRAITH</b> <i>BY BOB RIDOLFI</i>
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<b>02283</b>	<b>02284</b>
	
<b>ORC WARRIOR OF KARGIR</b> <i>BY BOB OLLEY</i>	<b>ARACHNO-ASSASSIN WARRIOR</b> <i>BY BOB RIDOLFI</i>
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<b>02285</b>	<b>02286</b>
	
<b>OSVICK STRICK OF KJORD</b> <i>BY SANDRA GARRITY</i>	<b>QUINN ROWAN HIGHLADER</b> <i>BY BOBBY JACKSON</i>
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<b>02288</b>	<b>02287</b>
	
<b>GARNUK THE OGRE</b> <i>BY BOB OLLEY</i>	<b>ORC WARRIOR OF KARGIR</b> <i>BY BOB OLLEY</i>
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<b>02289</b>	<b>02290</b>	<b>02291</b>
		
<b>OLAF, WOLF WARRIOR OF KJORD</b> <i>BY BOBBY JACKSON</i>	<b>FENRIS THE PALE</b> <i>BY JIM JOHNSON</i>	<b>GARISH MCRAE HIGHLANDER SHAMAN</b> <i>BY BOBBY JACKSON</i>
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02292

02293

02294



DEREK  
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BY SANDRA GARRITY

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THE BLADE  
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KRAGMARR  
BY SANDRA GARRITY


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SPECTRE  
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MASON ROWAN  
CLAN LEADER  
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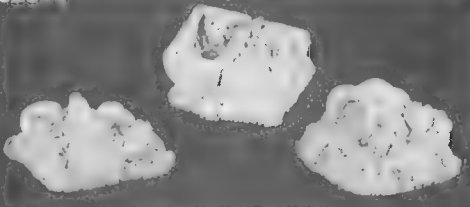
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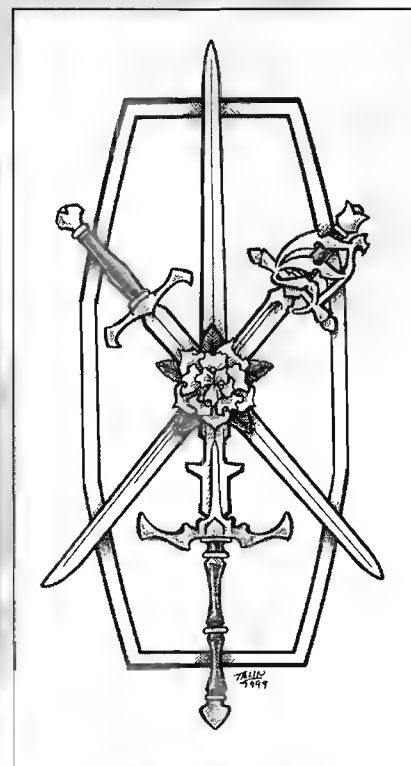
02304	02305	02306	02307
			
<b>VANESSA OF THE BLADE</b> BY SANDRA GARRITY	<b>REAPER OF THE APOCALYPSE WAR</b> BY BOB OLLEY	<b>LOR GORNA WIZARD OF KJORD</b> BY BOBBY JACKSON	<b>JOS GEBBLAR NECROMANCER</b> BY JIM JOHNSON
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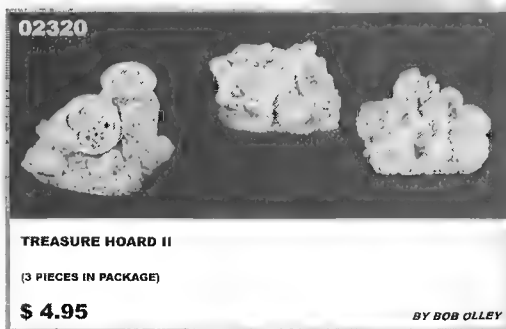
02308	02309
	
<b>HURIN, CHAMPION OF ANHUR</b> BY SANDRA GARRITY	<b>BATNA SUCCUBUS</b> BY SANDRA GARRITY
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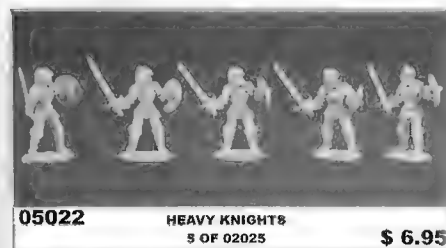
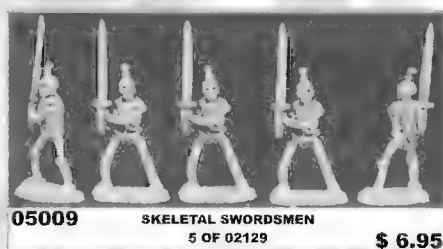
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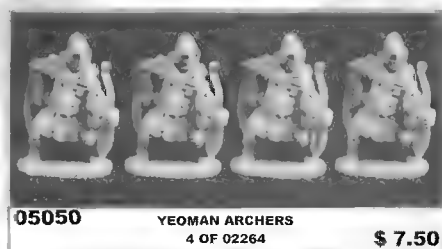
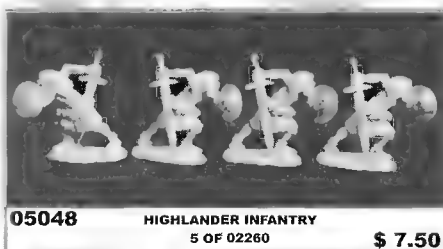
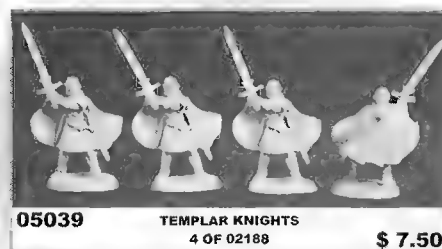
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# ARMY PACKS







# DARK HEAVEN

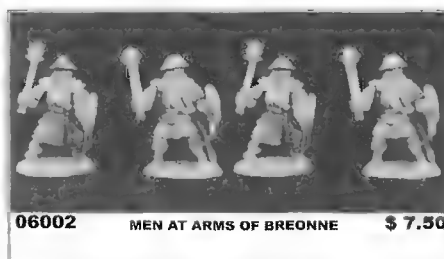
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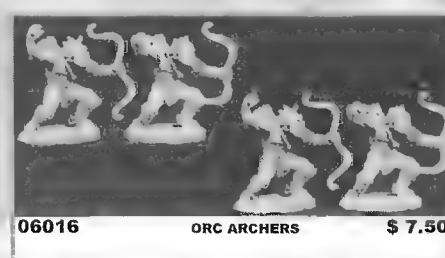
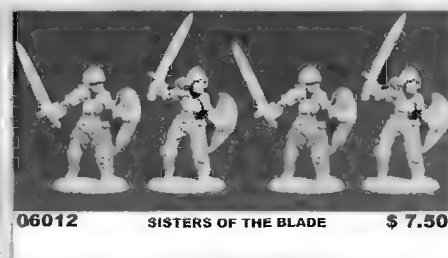
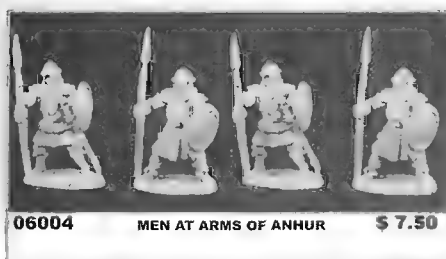
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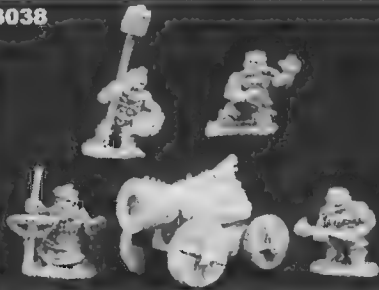


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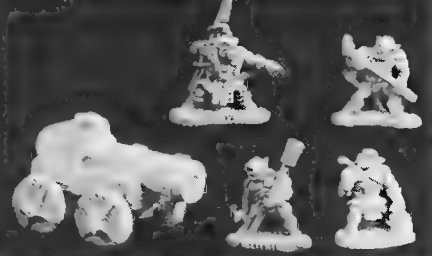


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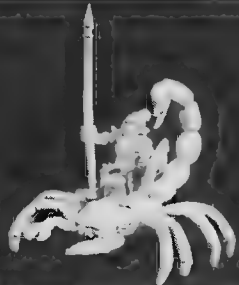


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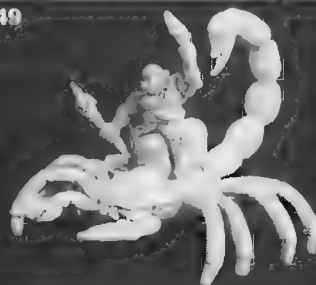


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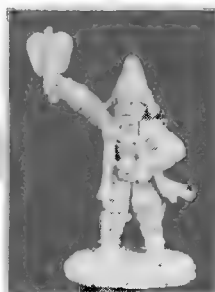
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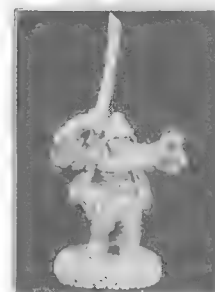
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KOKUJIN



**04003**  
SHOGUN



**04004**  
KAZOKU



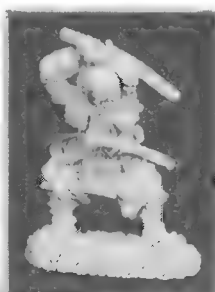
**04005**  
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ARMORED SAMURAI



**04007**  
ARMORED SAMURAI



**04008**  
ARMORED SAMURAI



**04009**  
ASHIGARU



**04010**  
ASHIGARU



**04011**  
SOHEI



**04012**  
SOHEI



**04013**  
SHOYA



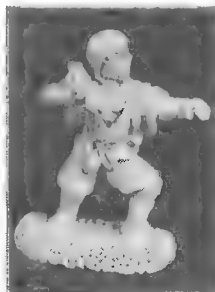
**04014**  
MONK



**04015**  
MONK



**04016**  
OTOKODATE



**04017**  
NINJA



**04018**  
NINJA



**04019**  
NINJA



**04020**  
NINJA

INFANTRY FIGURE \$ 1.85

MOUNTED FIGURE 2.95

ALL FIGURES SCULPTED

BY BOB CHARRETTE

EXCEPT WHERE NOTED

# DAIMYO

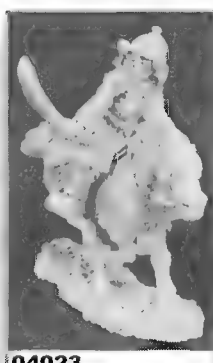
25 MM ASIAN FIGURE LINE<sup>®</sup>



**04021**  
SAMURAI



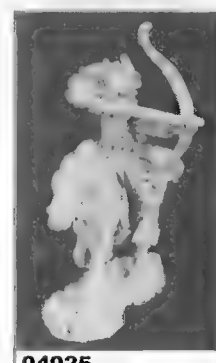
**04022**  
FEMALE NINJA



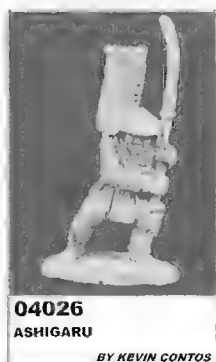
**04023**  
MOUNTED SAMURAI



**04024**  
MOUNTED SAMURAI



**04025**  
MOUNTED SAMURAI



**04026**  
ASHIGARU  
BY KEVIN CONTOS



**04027**  
BAKEMONO



**04028**  
ONI  
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**04029**  
ORIENTAL DRAGON  
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HEX  
25MM  
4 IN PACK



**74005**  
STONE BASE  
HEX  
25MM  
4 IN PACK



**74006**  
SMOOTH BASE  
SQUARE  
1 INCH  
4 IN PACK



**74007**  
SMOOTH BASE  
RECTANGLE  
1 IN X 2 IN  
3 IN PACK

**74004** \$ 3.25

**74005** 3.25

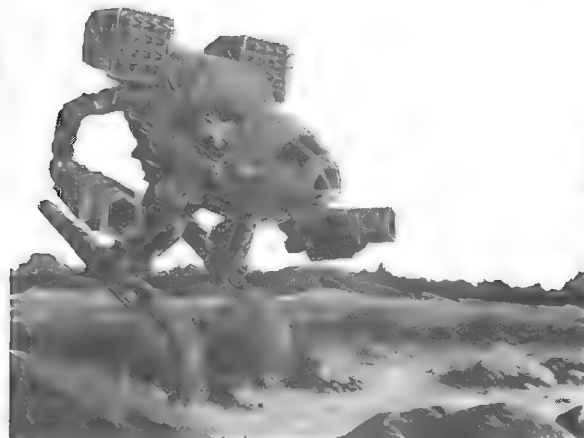
**74006** 3.25

**74007** 3.25



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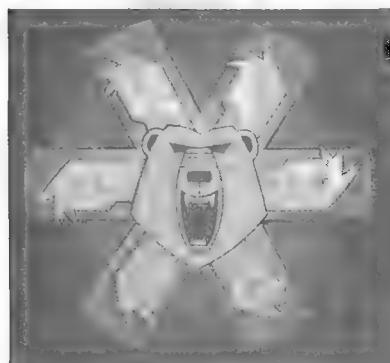


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House Davion	80006	Black Keychain
House Marik	80007	Multi Color Keychain
House Marik	80008	Black Keychain
House Kurita	80009	Multi Color Keychain
House Kurita	80010	Black Keychain
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Clan Ghost Bear	80012	Black Keychain
Clan Jade Falcon	80013	Multi Color Keychain
Clan Jade Falcon	80014	Black Keychain
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Clan Smoke Jaguar	80016	Black Keychain
Clan Wolf	80017	Multi Color Keychain
Clan Wolf	80018	Black Keychain
Nova Cat	80019	Multi Color Keychain
Nova Cat	80020	Black Keychain
Steel Vipers	80021	Multi Color Keychain
Steel Vipers	80022	Black Keychain
Fed Com	80023	Multi Color Keychain
Fed Com	80024	Black Keychain
ComStar	80025	Multi Color Keychain
ComStar	80026	Black Keychain
Rasalhague Republic	80027	Multi Color Keychain
Rasalhague Republic	80028	Black Keychain
Diamond Shark	80029	Multi Color Keychain
Diamond Shark	80030	Black Keychain
Wolf's Dragoon	80031	Multi Color Keychain
Wolf's Dragoon	80032	Black Keychain

### Insignia Pins

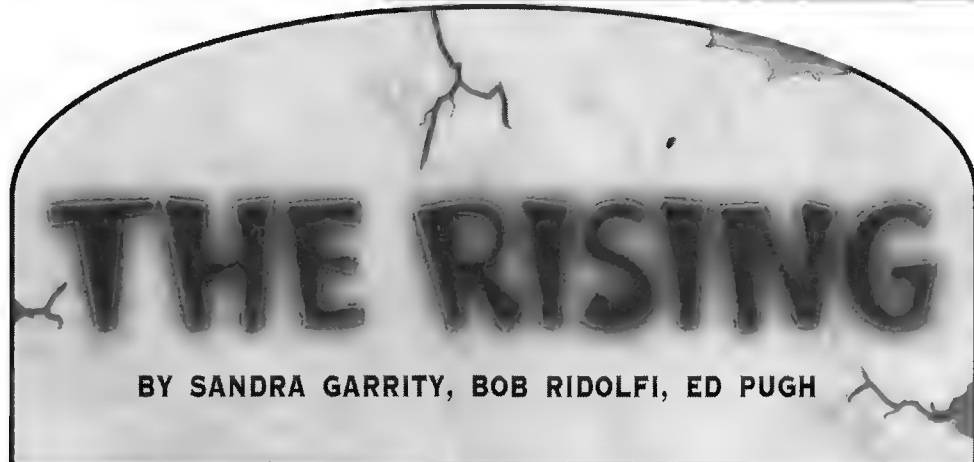
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House Liao	81002	Black Pin
House Steiner	81003	Multi Color Pin
House Steiner	81004	Black Pin
House Davion	81005	Multi Color Pin
House Davion	81006	Black Pin
House Marik	81007	Multi Color Pin
House Marik	81008	Black Pin
House Kurita	81009	Multi Color Pin
House Kurita	81010	Black Pin
Clan Ghost Bear	81011	Multi Color Pin
Clan Ghost Bear	81012	Black Pin
Clan Jade Falcon	81013	Multi Color Pin
Clan Jade Falcon	81014	Black Pin
Clan Smoke Jaguar	81015	Multi Color Pin
Clan Smoke Jaguar	81016	Black Pin
Clan Wolf	81017	Multi Color Pin
Clan Wolf	81018	Black Pin
Nova Cat	81019	Multi Color Pin
Nova Cat	81020	Black Pin
Steel Vipers	81021	Multi Color Pin
Steel Vipers	81022	Black Pin
Fed Com	81023	Multi Color Pin
Fed Com	81024	Black Pin
ComStar	81025	Multi Color Pin
ComStar	81026	Black Pin
Rasalhague Republic	81027	Multi Color Pin
Rasalhague Republic	81028	Black Pin
Diamond Shark	81029	Multi Color Pin
Diamond Shark	81030	Black Pin
Wolf's Dragoon	81031	Multi Color Pin
Wolf's Dragoon	81032	Black Pin

Fellmund Cemetery was the largest and oldest graveyard in Ritterlich. It covered a full square mile, and many of the headstones and mausoleums were cracked and weathered so that they were unreadable. Thousands upon thousands of people were buried in Fellmund Cemetery, and more joined them each day. For Ivan Von Helstein, the greatest vampire mage in Adon, it was perfect for his needs.

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Ivan began his unholy magic, and slowly the dead arose, clawing their way from beneath the earth, through wooden coffins and stone crypts. "Rise, my children!" Ivan commanded. "Rise, for tonight we make war on the living!"

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# The Posterior End



The Ass End of Another Crazy Issue!

## The Right Cheek

Well, that's it for the second "first" issue of Casket Works. I hope that you enjoyed reading this as much as we had creating it.

We're very interested in hearing what you have to say about our little magazine/catalog, so please let us know what you think. Email or write us at [ReaperRon@AOL.com](mailto:ReaperRon@AOL.com) or [ReaperMini@AOL.com](mailto:ReaperMini@AOL.com) and tell us what we're doing good, bad or ugly. We'll read every email that we get, and we'll try to answer every one when we get the time.

Next month, we'll be focusing on the undead and the Dire-dead (which is the Reaper version of super undead, for those of you not "in the know"). We'll have plenty of cool new undead models, an undead vs. highlanders scenario, plus part two of The Kargir Hunt. All of this plus a bunch of other nonsense that we can come up with.

See you in October!

Ron

P.S. Ignore whatever Mike says below. He's gone off the deep end, and we're all a little worried...

## The Left Cheek

And behold! The night was wrought with sweat, frustration, pain... oh the pain. But held he up, the work; the Avatar did. Merriment, joy, all passed across his visage. And the laughter, the bittersweet laughter of the Gods mocked him. Prodded him. Jested at him. Oh, but the work, the work spoke of itself and would not let the Avatar fall. Lest it follows also, tumbling into oblivion.

And the Avatar did rise aflame, towering, expanding, fulfilling the deed. Again he held it aloft in all its glory. Again it shown as a beacon to all who would gaze upon it. Pulsating, writhing, seething with power. Effervescently aglow in all its righteousness.

And the Gods finally apprehended their error.

And with great condescendence did the Avatar look down at the Gods, beholding the greatest of works he now held.

And thus Casket Works was born, and thus the lower 'zines' did depart from this world. Leaving only the Avatar and his greatest work...

Enjoy,  
-mike

hell, i'm tired... i'm going home!

Write or call us here at  
Reaper Miniatures if you  
are interested in placing  
an Ad in Casket Works

Or

If you have a submission  
you would like to send us

## NEXT ISSUE!

*Find out when Price says, "Hey, what's this in my casting gloves!?"*

*Part Two of The Kargir Hunt Campaign*

*Ed lets loose with a barrage of CAV info*

*Another interview on one of our talented sculptors*

*Al balks at Ron's idea of Reapidium while Dave considers the possibilities*

*New miniatures, more stats, and of course, more babes!*

**All the excitement we could write and a bag of chips, in the October issue of Casket Works.... phtttt!**



Kargir

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